

Artificial Intelligence on the Sinclair QL introduces the concepts involved in AI. The book shows you how to implement AI routines on your QL and turn it into an intelligent machine which can hold a conversation with you, give you rational advice, learn from you and even teach you.

The book explains AI from first principles and assumes no previous knowledge of the subject. All the important aspects of AI are covered and are fully illustrated with example programs. In addition to covering programming in SuperBasic the book explains how to implement 'intelligent' routines for the QL Archive database program.

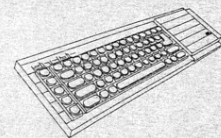
Artificial Intelligence is an increasingly important area which will have profound effects on all our lives in the next few decades. This book will give you an appreciation of the possibilities and problems which AI brings.

Keith and Steven Brain are a father and son team and have already published the best-selling Dragon 32 Games Master, Advanced Sound and Graphics for the Dragon computer and Artificial Intelligence on the Spectrum. They are both regular contributors to Popular Computing Weekly.



Artificial Intelligence on the Sinclair QL

Make your micro think



Keith and Steven Brain

